

# Simplicial surfaces in GAP

Markus Baumeister  
(j/w Alice Niemeyer)

Lehrstuhl B für Mathematik  
RWTH Aachen University

30.08.2017

- Package name: `SimplicialSurfaces`

- Package name: `SimplicialSurfaces`
  - Not yet generally available

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others
- Internally used packages:

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others
- Internally used packages:
  - `AttributeScheduler` by Gutsche

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others
- Internally used packages:
  - `AttributeScheduler` by Gutsche
  - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.



- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others
- Internally used packages:
  - `AttributeScheduler` by Gutsche
  - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.
  - `GAPDoc` by Lübeck

- Package name: `SimplicialSurfaces`
  - Not yet generally available
- Authors: Alice Niemeyer, Markus Baumeister
- Based on current research at Lehrstuhl B: Plesken, Strzelczyk and others
- Internally used packages:
  - `AttributeScheduler` by Gutsche
  - `Digraphs` by De Beule, Mitchell, Pfeiffer, Wilson et al.
  - `GAPDoc` by Lübeck
  - `AutoDoc` by Gutsche

# Motivation

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding

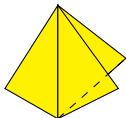
Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:

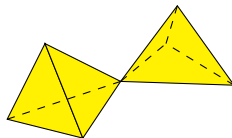
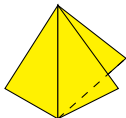




# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

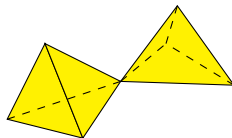
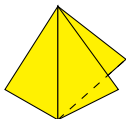
- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:



# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:

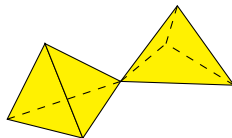
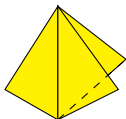


- embeddings are difficult to compute

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:

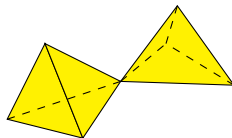
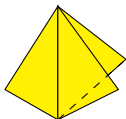


- embeddings are difficult to compute
  - some embeddings of asymmetric icosahedrons are infeasible to compute

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:



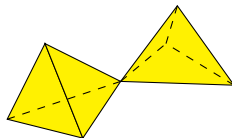
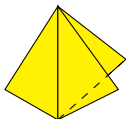
- embeddings are difficult to compute
  - some embeddings of asymmetric icosahedrons are infeasible to compute

~> focus on intrinsic properties

# Motivation

Goal: Investigate rigid paper folding in  $\mathbb{R}^3$

- consider surfaces built from triangles (simplicial surfaces)
  - not closed under folding
  - allow more general structures:



- embeddings are difficult to compute
  - some embeddings of asymmetric icosahedrons are infeasible to compute

~> focus on intrinsic properties

~> incidence geometry

# Reasons for implementation in GAP

# Reasons for implementation in GAP

- can describe incidence geometry

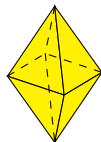
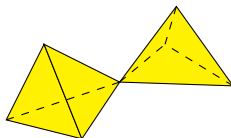
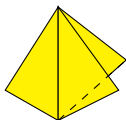
# Reasons for implementation in GAP

- can describe incidence geometry
  - allows flexible access to the incidence geometry  
(AttributeScheduler)



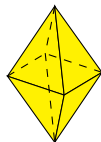
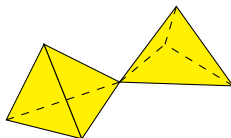
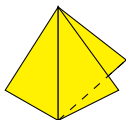
# Reasons for implementation in GAP

- can describe incidence geometry
  - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures



# Reasons for implementation in GAP

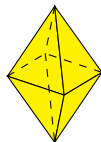
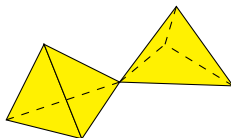
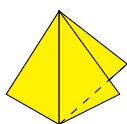
- can describe incidence geometry
  - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures



- works well with group-theoretic descriptions

# Reasons for implementation in GAP

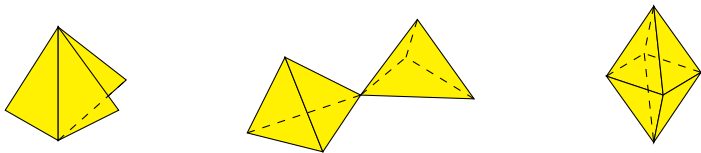
- can describe incidence geometry
  - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures



- works well with group-theoretic descriptions
- difference to `FinInG`-package by De Beule, Neunhöffer et al.

# Reasons for implementation in GAP

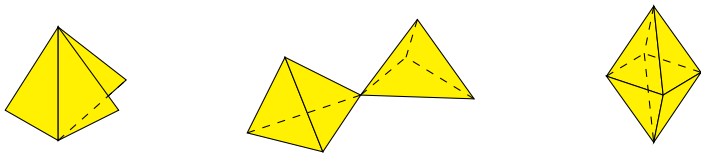
- can describe incidence geometry
  - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures



- works well with group-theoretic descriptions
- difference to `FinInG`-package by De Beule, Neunhöffer et al.
  - we only have two dimensions

# Reasons for implementation in GAP

- can describe incidence geometry
  - allows flexible access to the incidence geometry (`AttributeScheduler`)
- can manage hierarchy of structures



- works well with group-theoretic descriptions
- difference to `FinInG`-package by De Beule, Neunhöffer et al.
  - we only have two dimensions but can work with colourings and foldings

## 1 General simplicial surfaces

# Table of contents

- 1 General simplicial surfaces
- 2 Edge colouring and group properties

# Table of contents

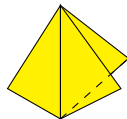
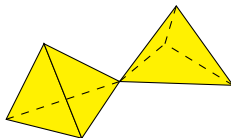
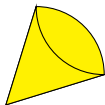
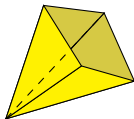
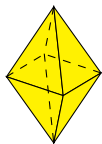
- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding



- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding

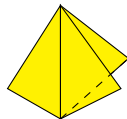
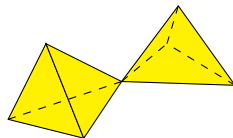
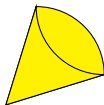
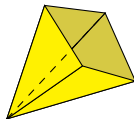
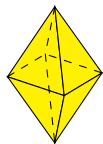
We want to describe different structures:

We want to describe different structures:



# Triangular complexes

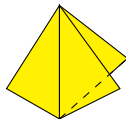
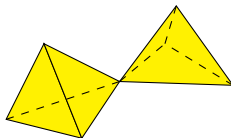
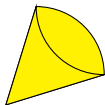
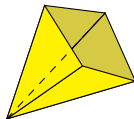
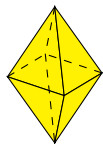
We want to describe different structures:



$\rightsquigarrow$  **triangular complexes**

# Triangular complexes

We want to describe different structures:

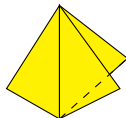
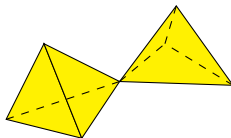
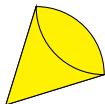
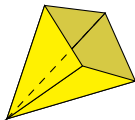
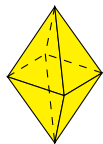


~> **triangular complexes**

- sets of vertices, edges and faces

# Triangular complexes

We want to describe different structures:

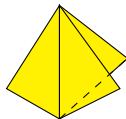
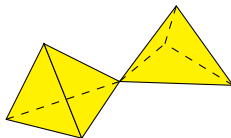
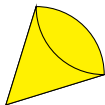
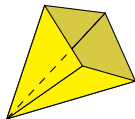


⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them

# Triangular complexes

We want to describe different structures:

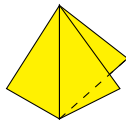
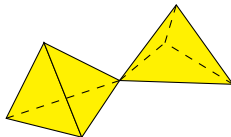
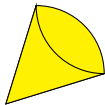
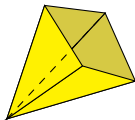
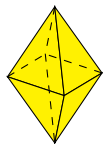


⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle

# Triangular complexes

We want to describe different structures:



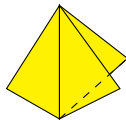
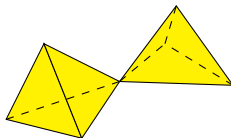
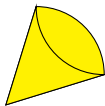
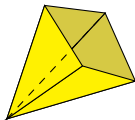
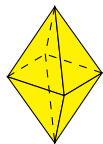
⇒ **triangular complexes**

- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle
- every vertex lies in an edge



# Triangular complexes

We want to describe different structures:



⇒ **triangular complexes**

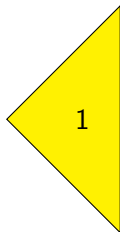
- sets of vertices, edges and faces
- incidence relation between them
- every face is a triangle
- every vertex lies in an edge and every edge lies in a face

# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:

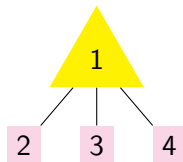
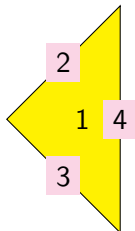
# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



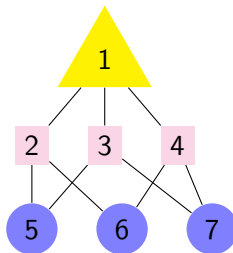
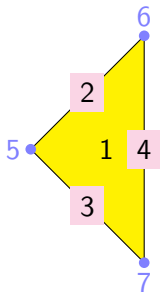
# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



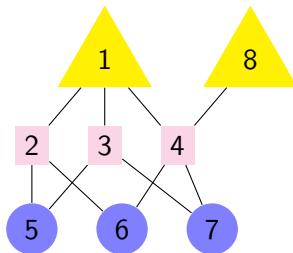
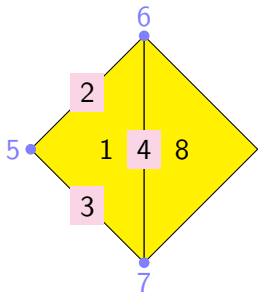
# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



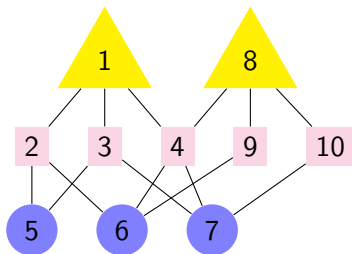
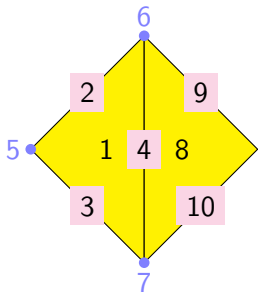
# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



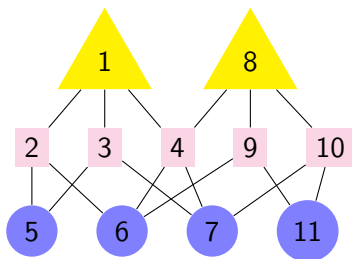
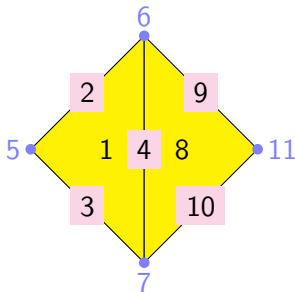
# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



# Isomorphism testing

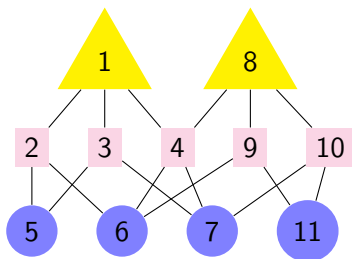
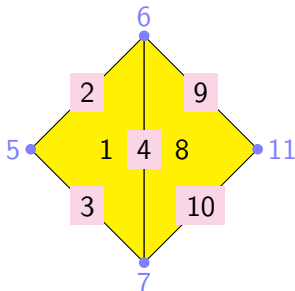
Incidence structures can be interpreted as coloured graphs:





# Isomorphism testing

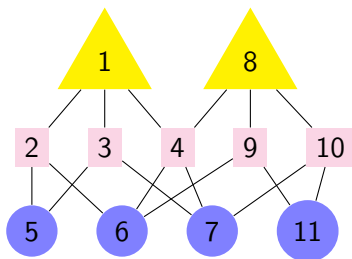
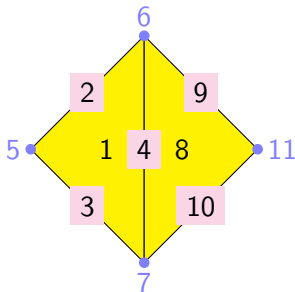
Incidence structures can be interpreted as coloured graphs:



$\rightsquigarrow$  reduce to coloured graph isomorphism problem (with fixed colours)

# Isomorphism testing

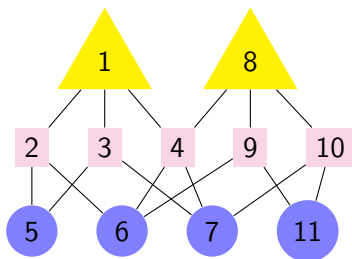
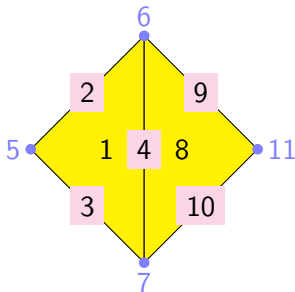
Incidence structures can be interpreted as coloured graphs:



- ~> reduce to coloured graph isomorphism problem (with fixed colours)
- ~> solved efficiently in practice by nauty/Traces (McKay, Piperno)

# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



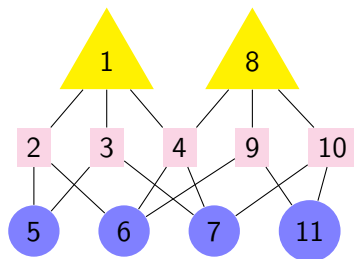
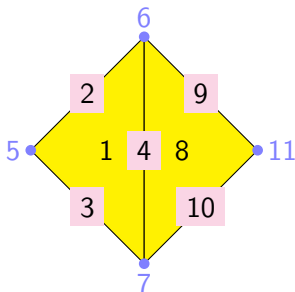
~> reduce to coloured graph isomorphism problem (with fixed colours)

~> solved efficiently in practice by nauty/Traces (McKay, Piperno)

In GAP: NautyTracesInterface (Gutsche, Niemeyer, Schweitzer)

# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



↪ reduce to coloured graph isomorphism problem (with fixed colours)

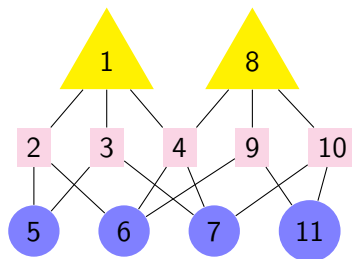
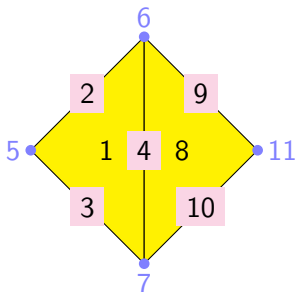
↪ solved efficiently in practice by nauty/Traces (McKay, Piperno)

In GAP: NautyTracesInterface (Gutsche, Niemeyer, Schweitzer)

- calls C-functions directly without writing files

# Isomorphism testing

Incidence structures can be interpreted as coloured graphs:



↪ reduce to coloured graph isomorphism problem (with fixed colours)

↪ solved efficiently in practice by nauty/Traces (McKay, Piperno)

In GAP: NautyTracesInterface (Gutsche, Niemeyer, Schweitzer)

- calls C-functions directly without writing files
- also returns automorphism group

Some properties can be computed for all triangular complexes:

Some properties can be computed for all triangular complexes:

- Connectivity

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic



Some properties can be computed for all triangular complexes:

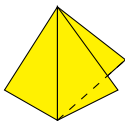
- Connectivity
- Euler–Characteristic

*Orientability* is **not** one of them.

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

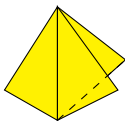
*Orientability* is **not** one of them. Counterexample:



Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

*Orientability* is **not** one of them. Counterexample:

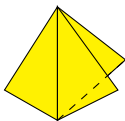


⇒ every edge lies in at most two faces (for well–definedness)

Some properties can be computed for all triangular complexes:

- Connectivity
- Euler–Characteristic

*Orientability* is **not** one of them. Counterexample:



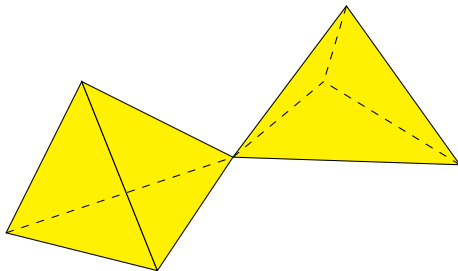
⇒ every edge lies in at most two faces (for well–definedness)

⇔ **ramified simplicial surfaces**

# Why ramified?

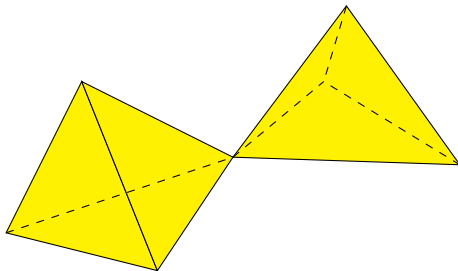
# Why ramified?

Typical example of a ramified simplicial surface:



# Why ramified?

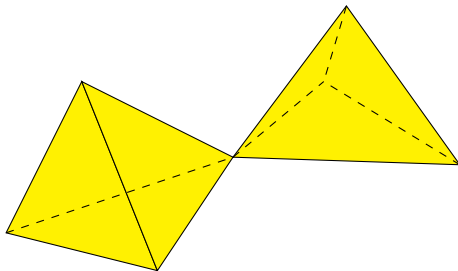
Typical example of a ramified simplicial surface:



⇒ It is not a surface — there is a *ramification* at the central vertex

# Why ramified?

Typical example of a ramified simplicial surface:



⇒ It is not a surface — there is a *ramification* at the central vertex  
A **simplicial surface** does not have these ramifications.



# Classification

# Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

# Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- building blocks are those without a 3-cycle of edges (not around face)

# Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- building blocks are those without a 3-cycle of edges (not around face)
- e. g. exactly 87 non-isomorphic surfaces with 20 triangles

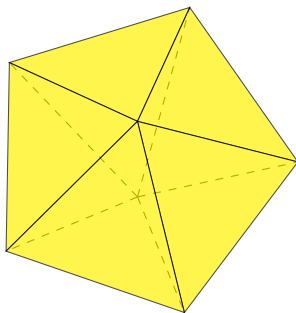
Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- building blocks are those without a 3-cycle of edges (not around face)
- e. g. exactly 87 non-isomorphic surfaces with 20 triangles
- e. g. only one surface with 10 triangles:

# Classification

Plesken/Strzelczyk classified all closed simplicial surfaces up to 20 triangles.

- building blocks are those without a 3-cycle of edges (not around face)
- e. g. exactly 87 non-isomorphic surfaces with 20 triangles
- e. g. only one surface with 10 triangles:



# Progress report of triangular complexes

# Progress report of triangular complexes

Already implemented:



# Progress report of triangular complexes

Already implemented:

- surface hierarchy

# Progress report of triangular complexes

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])

# Progress report of triangular complexes

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])
- isomorphism testing

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])
- isomorphism testing
- classification of small surfaces (as a data base)

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])
- isomorphism testing
- classification of small surfaces (as a data base)

Not yet implemented:

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])
- isomorphism testing
- classification of small surfaces (as a data base)

Not yet implemented:

- automorphism group

Already implemented:

- surface hierarchy
- elementary properties (e. g. connectivity, orientability [if defined])
- isomorphism testing
- classification of small surfaces (as a data base)

Not yet implemented:

- automorphism group
- advanced properties (any wishes?)

# Table of contents

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding



# Embedding questions

# Embedding questions

Given: A simplicial surface

# Embedding questions

Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ?

# Embedding questions

Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

# Embedding questions

Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification:

# Embedding questions

Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification: All triangles are isometric

# Embedding questions

Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification: All triangles are isometric

Goal: Find an abstract structure that encodes this isometry condition

# Embedding questions

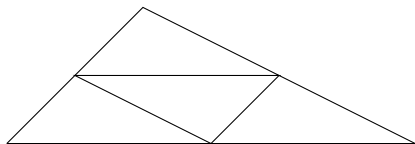
Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification: All triangles are isometric

Goal: Find an abstract structure that encodes this isometry condition

$\rightsquigarrow$  Consider a general triangle (all side lengths different)





# Embedding questions

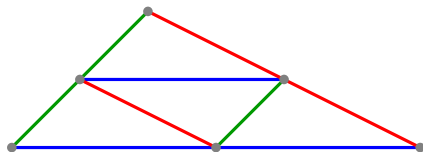
Given: A simplicial surface

- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification: All triangles are isometric

Goal: Find an abstract structure that encodes this isometry condition

$\rightsquigarrow$  Consider a general triangle (all side lengths different)



# Embedding questions

Given: A simplicial surface

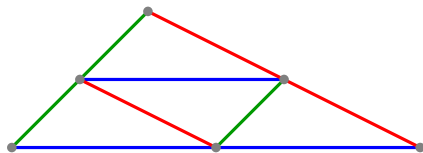
- For which edge lengths embeddable into  $\mathbb{R}^3$ ? In how many ways?

Simplification: All triangles are isometric

Goal: Find an abstract structure that encodes this isometry condition

↪ Consider a general triangle (all side lengths different)

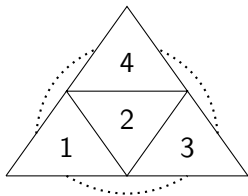
↪ Edge-colouring encodes different lengths



# Colouring as permutation

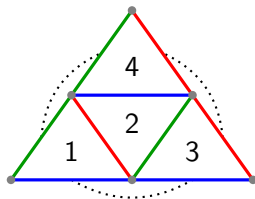
# Colouring as permutation

Consider a tetrahedron



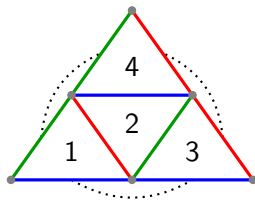
# Colouring as permutation

Consider a tetrahedron with an edge colouring



# Colouring as permutation

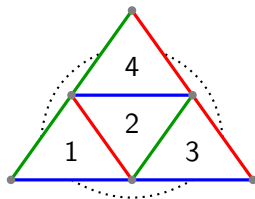
Consider a tetrahedron with an edge colouring



*simplicial surface*  $\Rightarrow$

# Colouring as permutation

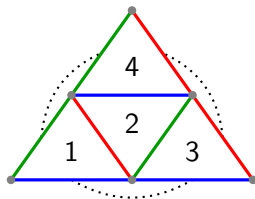
Consider a tetrahedron with an edge colouring



*simplicial surface*  $\Rightarrow$  at most two faces at each edge

# Colouring as permutation

Consider a tetrahedron with an edge colouring



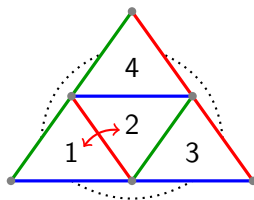
*simplicial surface*  $\Rightarrow$  at most two faces at each edge

$\rightsquigarrow$  every edge defines a transposition of incident faces



# Colouring as permutation

Consider a tetrahedron with an edge colouring



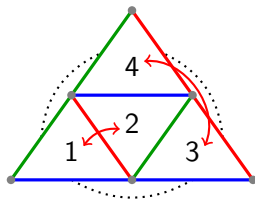
*simplicial surface*  $\Rightarrow$  at most two faces at each edge

$\rightsquigarrow$  every edge defines a transposition of incident faces

- (1,2)

# Colouring as permutation

Consider a tetrahedron with an edge colouring



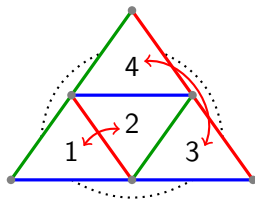
*simplicial surface*  $\Rightarrow$  at most two faces at each edge

$\rightsquigarrow$  every edge defines a transposition of incident faces

- $(1,2)(3,4)$

# Colouring as permutation

Consider a tetrahedron with an edge colouring

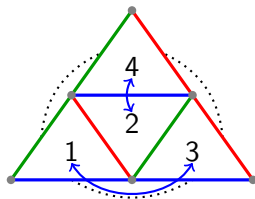


*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces
- $(1,2)(3,4)$

# Colouring as permutation

Consider a tetrahedron with an edge colouring

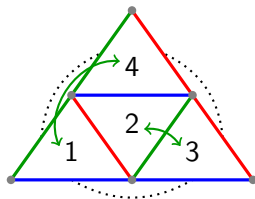


*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces
  - $(1,2)(3,4)$  ,  $(1,3)(2,4)$

# Colouring as permutation

Consider a tetrahedron with an edge colouring

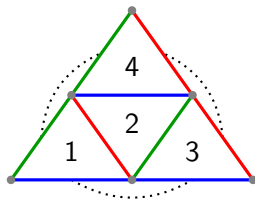


*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces
  - $(1,2)(3,4)$  ,  $(1,3)(2,4)$  ,  $(1,4)(2,3)$

# Colouring as permutation

Consider a tetrahedron with an edge colouring

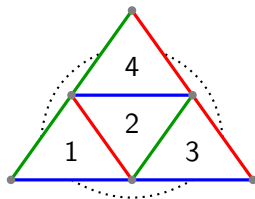


*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces
  - $(1,2)(3,4)$  ,  $(1,3)(2,4)$  ,  $(1,4)(2,3)$
- $\rightsquigarrow$  group theoretic considerations

# Colouring as permutation

Consider a tetrahedron with an edge colouring

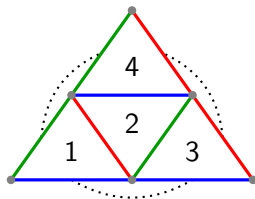


*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces
  - $(1,2)(3,4)$  ,  $(1,3)(2,4)$  ,  $(1,4)(2,3)$
- $\rightsquigarrow$  group theoretic considerations
  - The connected components of the surface correspond to

# Colouring as permutation

Consider a tetrahedron with an edge colouring



*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces

- $(1,2)(3,4)$  ,  $(1,3)(2,4)$  ,  $(1,4)(2,3)$

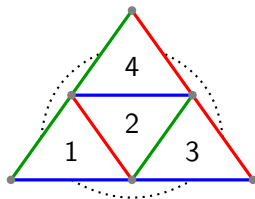
- $\rightsquigarrow$  group theoretic considerations

- The connected components of the surface correspond to the orbits of  $\langle \sigma_a, \sigma_b, \sigma_c \rangle$  on the faces



# Colouring as permutation

Consider a tetrahedron with an edge colouring



*simplicial surface*  $\Rightarrow$  at most two faces at each edge

- $\rightsquigarrow$  every edge defines a transposition of incident faces
- $\rightsquigarrow$  every colour class defines a permutation of the faces

- $(1,2)(3,4)$  ,  $(1,3)(2,4)$  ,  $(1,4)(2,3)$

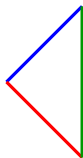
- $\rightsquigarrow$  group theoretic considerations

- The connected components of the surface correspond to the orbits of  $\langle \sigma_a, \sigma_b, \sigma_c \rangle$  on the faces (fast computation for permutation groups)

# How do faces fit together?

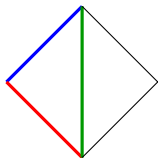
# How do faces fit together?

Consider a face of the surface



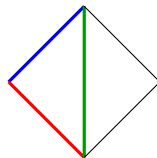
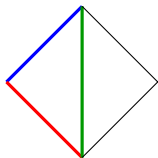
# How do faces fit together?

Consider a face of the surface and a neighbouring face



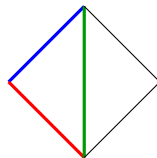
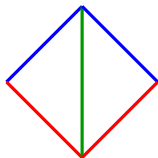
# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



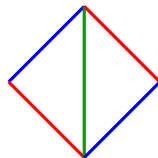
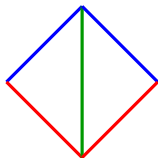
# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



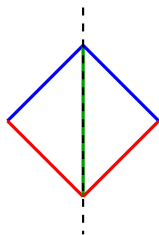
# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:

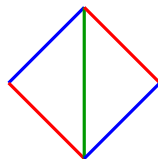


# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



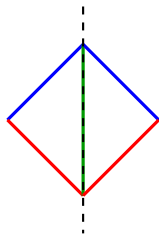
mirror (m)



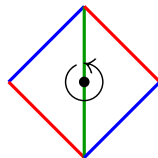


# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



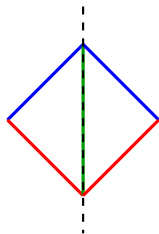
mirror (m)



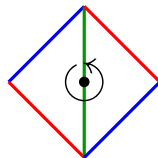
rotation (r)

# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



mirror (m)

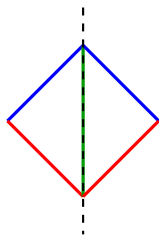


rotation (r)

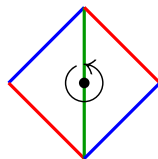
⇒ **mr-assignment** for the edges of the surface

# How do faces fit together?

Consider a face of the surface and a neighbouring face  
The neighbour can be coloured in two ways:



mirror (m)



rotation (r)

⇒ **mr-assignment** for the edges of the surface

## Satz

*Permutations and mr-assignment uniquely determine the surface.*

# Constructing surfaces from groups

# Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.

# Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.

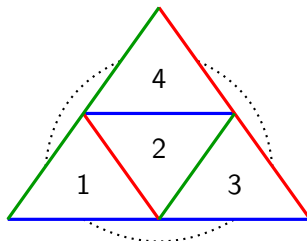
Simplification: edges of same colour have the same mr-type

# Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.

Simplification: edges of same colour have the same mr-type

Example

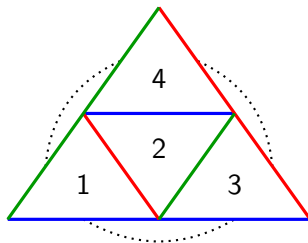


# Constructing surfaces from groups

A general mr-assignment leads to complicated surfaces.

Simplification: edges of same colour have the same mr-type

Example



has only r-edges.



# The mirror-case

# The mirror-case

If all edges are mirrors, the situation is simple

# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle*

# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map*

# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.*

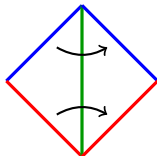
# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.*

Consider



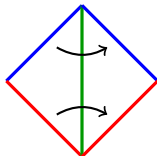
# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.*

Consider



⇒ Unique map that preserves incidence

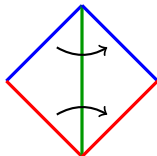
# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.*

Consider



- ⇒ Unique map that preserves incidence
- Covering pulls back a mirror-colouring of the triangle



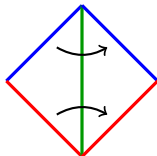
# The mirror-case

If all edges are mirrors, the situation is simple

## Satz

*A simplicial surface has only mirror-edges iff it covers a single triangle, i. e. there is a surjective incidence-preserving map to the simplicial surface consisting of exactly one face.*

Consider



- ⇒ Unique map that preserves incidence
- Covering pulls back a mirror-colouring of the triangle
  - Mirror-colouring defines a map to the triangle

# Construction from permutations

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions*

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple

# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions



# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions
- The vertices are

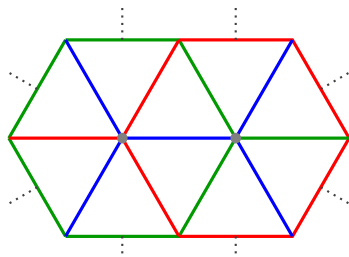
# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions
- The vertices are



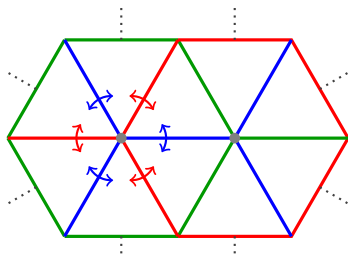
# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions
- The vertices are



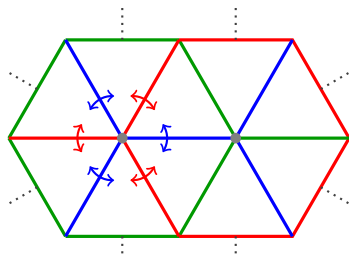
# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions
- The vertices are the orbits of  $\langle \sigma_a, \sigma_b \rangle$  on the faces



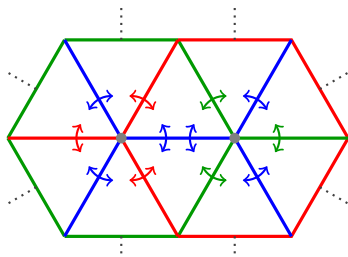
# Construction from permutations

Start with three involutions  $\sigma_a$ ,  $\sigma_b$ ,  $\sigma_c$  in permutation representation (like generators of a finite group)

## Satz

*There exists a coloured surface with the given involutions where all edges are mirror edges.*

- The faces are the points moved by the involution triple
- The edges are the cycles of the involutions
- The vertices are the orbits of  $\langle \sigma_a, \sigma_b \rangle$  on the faces (for all pairs)



# Construction example

# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$



# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

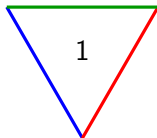
$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

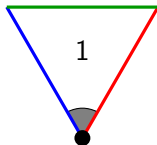


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

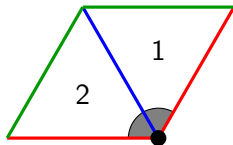


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

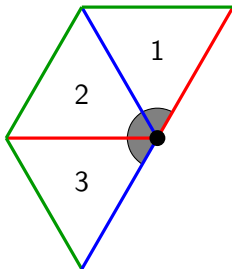


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

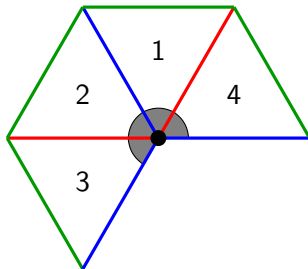


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

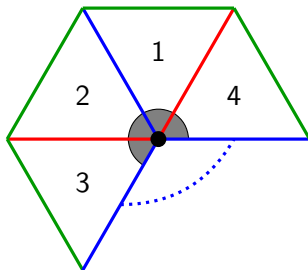


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

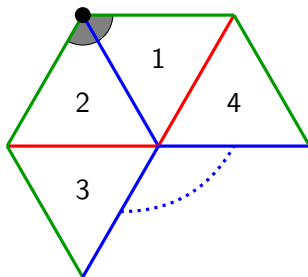


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$



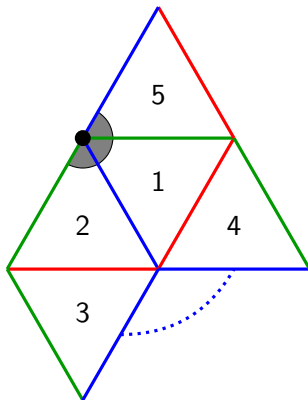


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

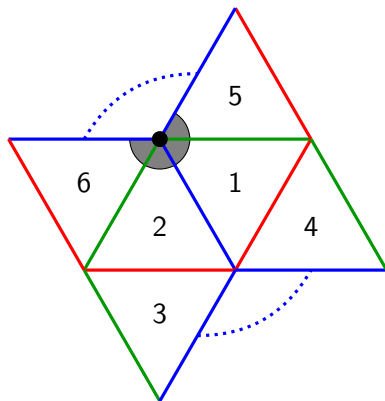


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

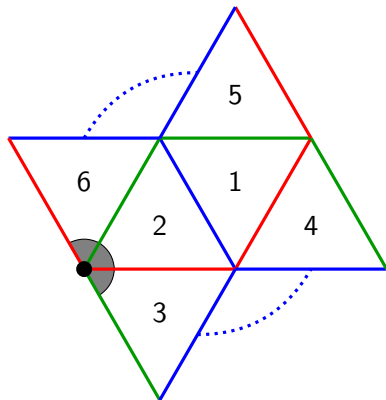


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

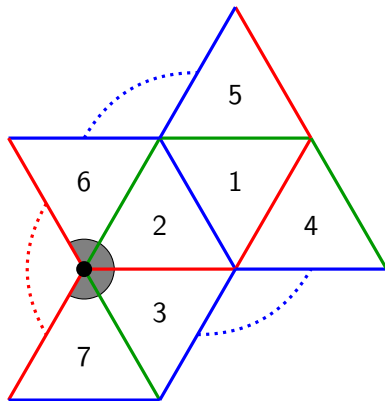


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

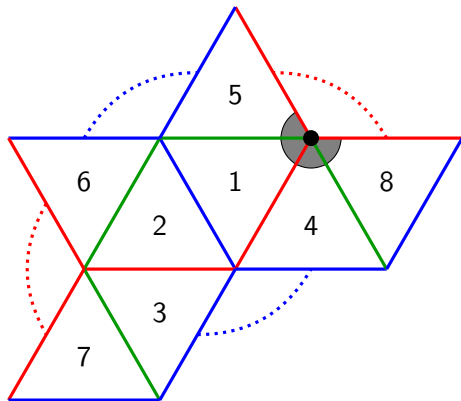


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

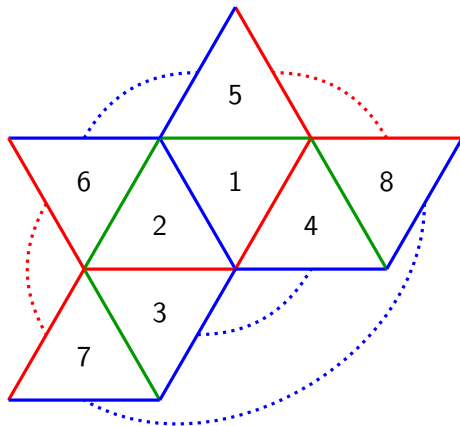


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

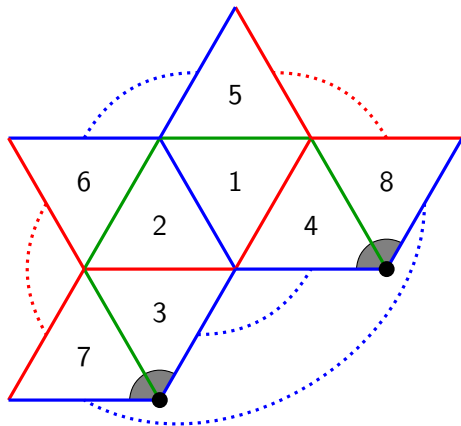


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$

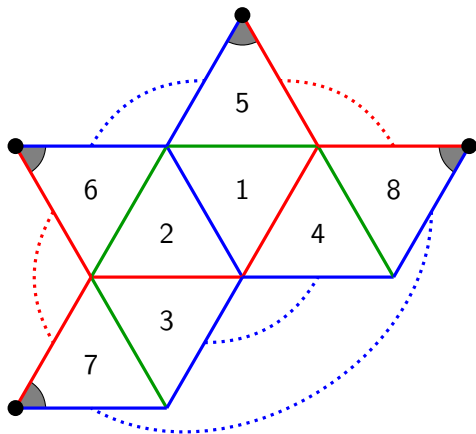


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$



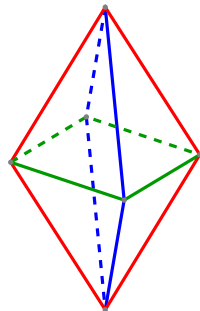
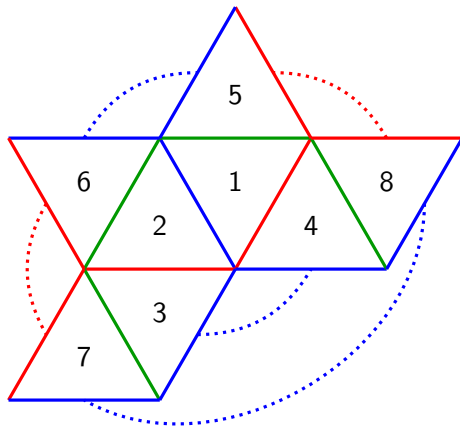


# Construction example

$$\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$$

$$\sigma_b = (1, 4)(2, 3)(5, 8)(6, 7)$$

$$\sigma_c = (1, 5)(2, 6)(3, 7)(4, 8)$$



# Net of an icosahedron

# Net of an icosahedron

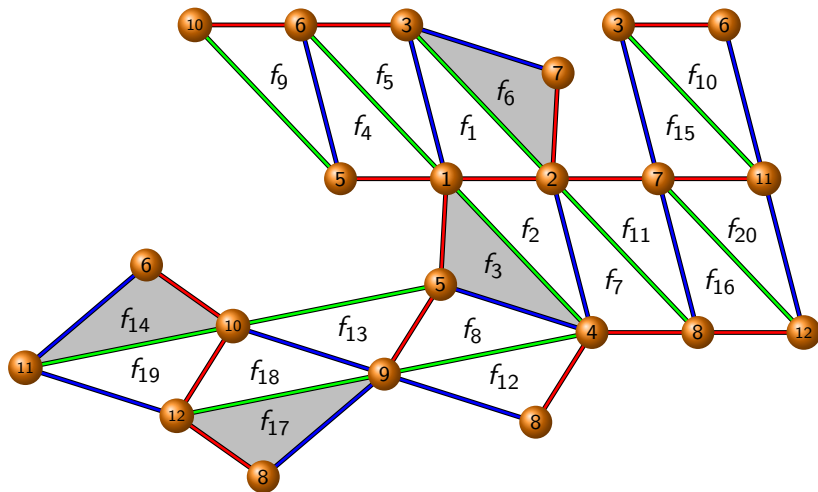
iko: coloured icosahedron

```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```

# Net of an icosahedron

iko: coloured icosahedron

```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```

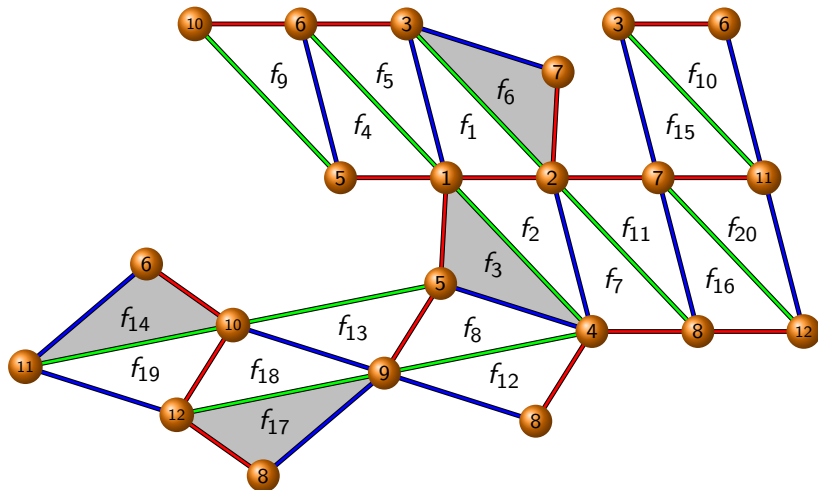


# Net of an icosahedron

iko: coloured icosahedron

```
gap> DrawSurfaceToTikZ(iko, "NetIko.tex");
```

- Has to be manually untangled



# Progress report of edge colouring

Implemented:

# Progress report of edge colouring

Implemented:

- computing all colourings of a given simplicial surface



# Progress report of edge colouring

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions

# Progress report of edge colouring

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - 1 up to (coloured) isomorphism
  - 2 with given mr-assignment

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism
  - ② with given mr-assignment
- drawing of simplicial surfaces

## Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism
  - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

## Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism
  - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

## Still missing:

Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism
  - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

Still missing:

- for which lengths are the surfaces embeddable?

## Implemented:

- computing all colourings of a given simplicial surface
- constructing all surfaces with given involutions
  - ① up to (coloured) isomorphism
  - ② with given mr-assignment
- drawing of simplicial surfaces
- constructing various coloured coverings

## Still missing:

- for which lengths are the surfaces embeddable?
- does varying the lengths lead to another embedding?



# Table of contents

- 1 General simplicial surfaces
- 2 Edge colouring and group properties
- 3 Abstract folding**

# What kind of folding?

# What kind of folding?

- Folding of surface in  $\mathbb{R}^3$

# What kind of folding?

- Folding of surface in  $\mathbb{R}^3$
- Fold only at given edges (no introduction of new folding edges)

# What kind of folding?

- Folding of surface in  $\mathbb{R}^3$
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

# What kind of folding?

- Folding of surface in  $\mathbb{R}^3$
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

Goal: Classify possible folding patterns (given a net)

# What kind of folding?

- Folding of surface in  $\mathbb{R}^3$
- Fold only at given edges (no introduction of new folding edges)
- Folding should be rigid (no curvature)

Goal: Classify possible folding patterns (given a net)

# Embeddings are very hard



# Embeddings are very hard

- At every point in time the folding process has to be embedded

# Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples

# Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
  - Usually using regularity (like crystallographic symmetry)

# Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
  - Usually using regularity (like crystallographic symmetry)
  - No general method

# Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
  - Usually using regularity (like crystallographic symmetry)
  - No general method
- It is very hard to define iterated foldings in an embedding

# Embeddings are very hard

- At every point in time the folding process has to be embedded
- We can only show foldability for specific small examples
  - Usually using regularity (like crystallographic symmetry)
  - No general method
- It is very hard to define iterated foldings in an embedding

# Folding without embedding

# Folding without embedding

Central idea:



Central idea:

- Don't model the folding process (needs embedding)

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology (like identification of faces)

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology (like identification of faces)
  - allows abstraction from embedding

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology (like identification of faces)
  - allows abstraction from embedding

~> Incidence geometry (triangular complex/simplicial surface)

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology (like identification of faces)
  - allows abstraction from embedding

⇒ Incidence geometry (triangular complex/simplicial surface)

- Captures some folding restrictions (rigidity of tetrahedron)

Central idea:

- Don't model the folding process (needs embedding)
- Describe starting and final folding state
  - Only consider changes in the topology (like identification of faces)
  - allows abstraction from embedding

⇒ Incidence geometry (triangular complex/simplicial surface)

- Captures some folding restrictions (rigidity of tetrahedron)
- Has to be refined



# More than incidence geometry

# More than incidence geometry

- Concept should allow reversible folding

# More than incidence geometry

- Concept should allow reversible folding
- We need an ordering of the faces:



# More than incidence geometry

- Concept should allow reversible folding
- We need an ordering of the faces:



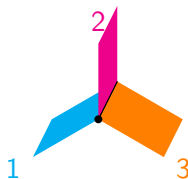
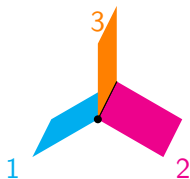
- We also need a cyclic order of the faces around an edge:

# More than incidence geometry

- Concept should allow reversible folding
- We need an ordering of the faces:



- We also need a cyclic order of the faces around an edge:

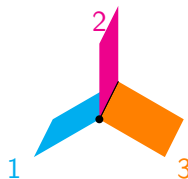
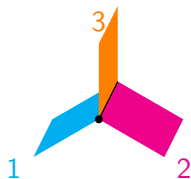


# More than incidence geometry

- Concept should allow reversible folding
- We need an ordering of the faces:



- We also need a cyclic order of the faces around an edge:



~> **folding complex**

# How to describe folding?

# How to describe folding?

Needs specification of two face sides:



# How to describe folding?

Needs specification of two face sides:



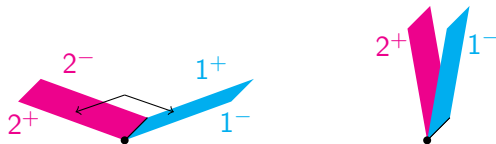
# How to describe folding?

Needs specification of two face sides:



# How to describe folding?

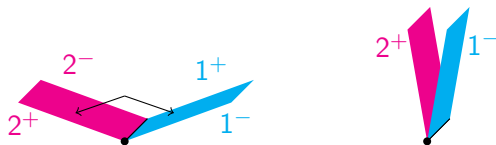
Needs specification of two face sides:



⇒ Characterize folding by specifying the two face sides that touch

# How to describe folding?

Needs specification of two face sides:



⇒ Characterize folding by specifying the two face sides that touch  
~> **folding plan**

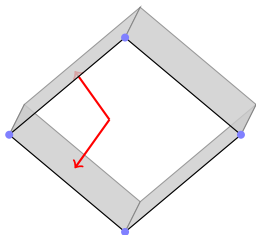
# How does folding plan work?

# How does folding plan work?

Folding of two faces can induce folding of other faces:

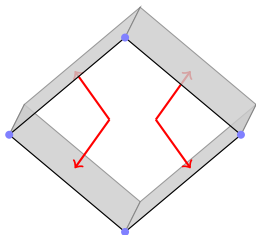
# How does folding plan work?

Folding of two faces can induce folding of other faces:



# How does folding plan work?

Folding of two faces can induce folding of other faces:

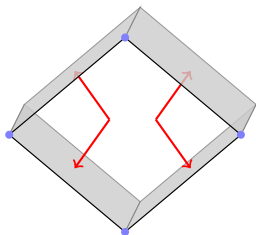




# How does folding plan work?

Folding of two faces can induce folding of other faces:

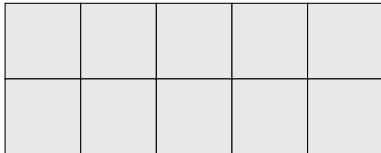
- Can apply to arbitrarily many faces



# How does folding plan work?

Folding of two faces can induce folding of other faces:

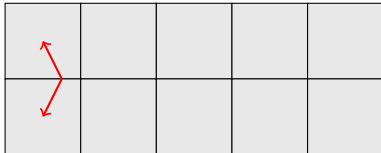
- Can apply to arbitrarily many faces



# How does folding plan work?

Folding of two faces can induce folding of other faces:

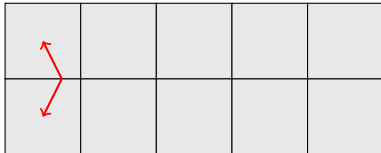
- Can apply to arbitrarily many faces



# How does folding plan work?

Folding of two faces can induce folding of other faces:

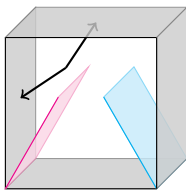
- Can apply to arbitrarily many faces
- The induced folding is not unique



# How does folding plan work?

Folding of two faces can induce folding of other faces:

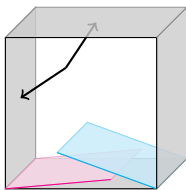
- Can apply to arbitrarily many faces
- The induced folding is not unique



# How does folding plan work?

Folding of two faces can induce folding of other faces:

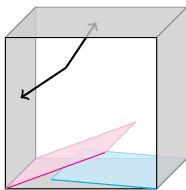
- Can apply to arbitrarily many faces
- The induced folding is not unique



# How does folding plan work?

Folding of two faces can induce folding of other faces:

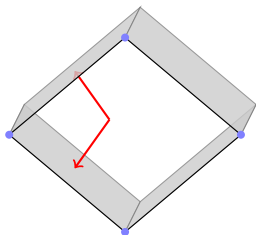
- Can apply to arbitrarily many faces
- The induced folding is not unique



# How does folding plan work?

Folding of two faces can induce folding of other faces:

- Can apply to arbitrarily many faces
  - The induced folding is not unique
- ⇒ Identify only two faces at a time

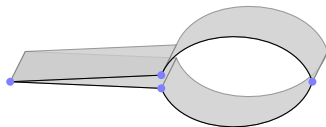




# How does folding plan work?

Folding of two faces can induce folding of other faces:

- Can apply to arbitrarily many faces
  - The induced folding is not unique
- ⇒ Identify only two faces at a time



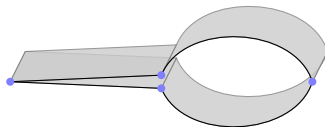
# How does folding plan work?

Folding of two faces can induce folding of other faces:

- Can apply to arbitrarily many faces
- The induced folding is not unique

⇒ Identify only two faces at a time

~> Relax the rigidity-constraint:



# How does folding plan work?

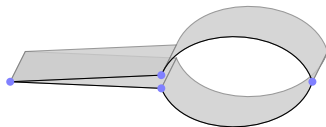
Folding of two faces can induce folding of other faces:

- Can apply to arbitrarily many faces
- The induced folding is not unique

⇒ Identify only two faces at a time

~> Relax the rigidity-constraint:

- Allow non-rigid configurations as transitional states



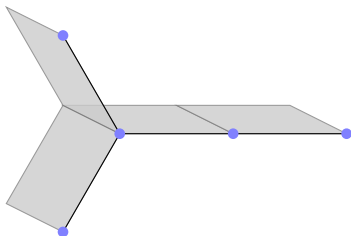
# Structure of multiple foldings

# Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes

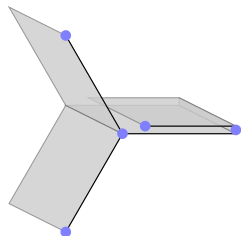
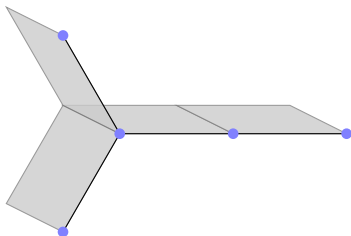
# Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



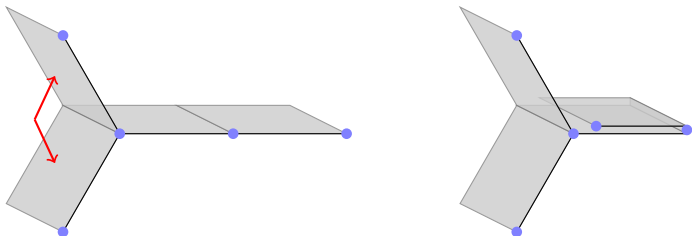
# Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



# Structure of multiple foldings

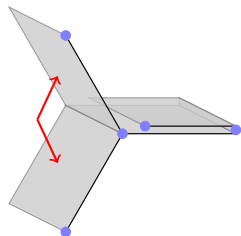
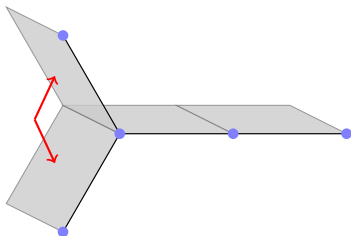
With folding plans we can perform the same folding in different folding complexes





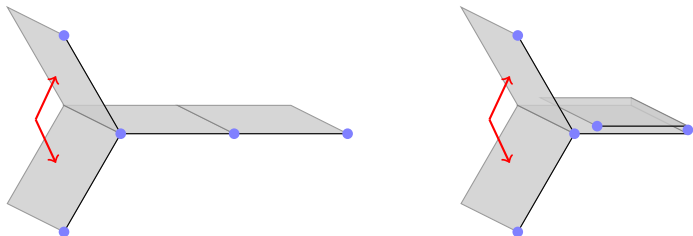
# Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



# Structure of multiple foldings

With folding plans we can perform the same folding in different folding complexes



$\rightsquigarrow$  more structure on the set of possible foldings

# Folding graph

# Folding graph

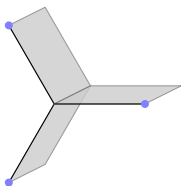
- Vertices are folding complexes (modelling folding states)

# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes

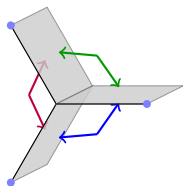
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



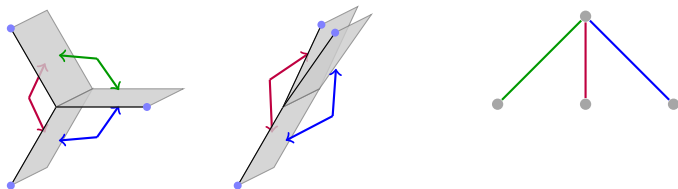
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



# Folding graph

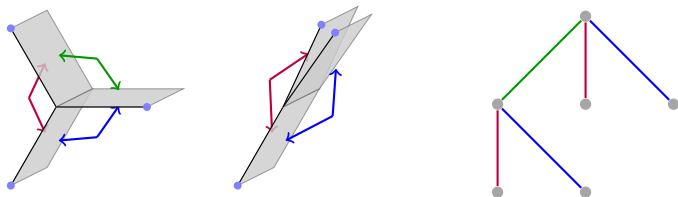
- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes





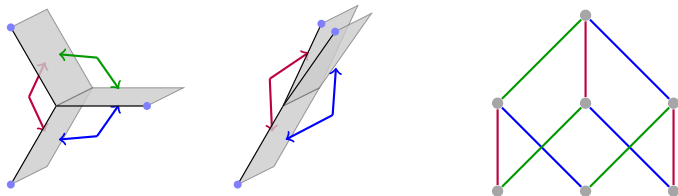
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



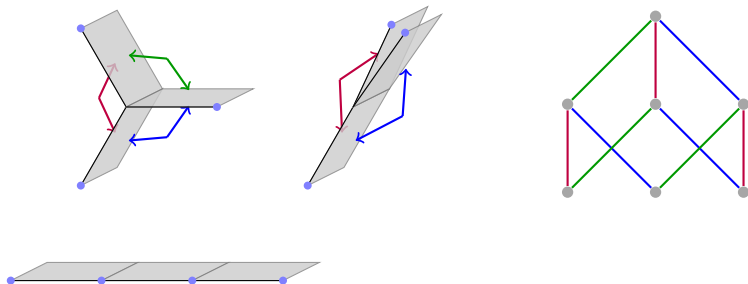
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



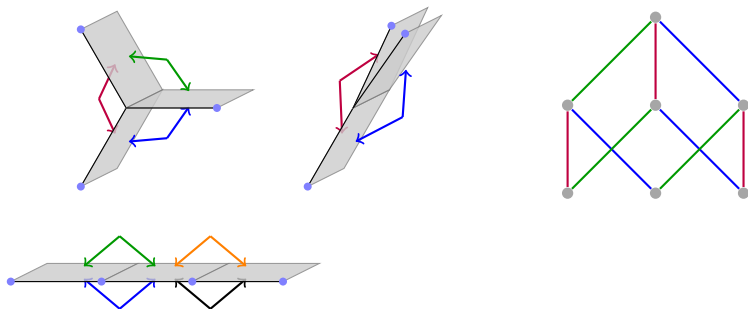
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



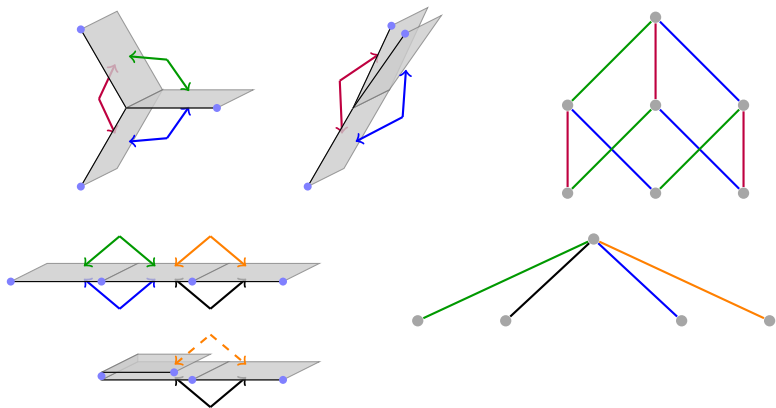
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



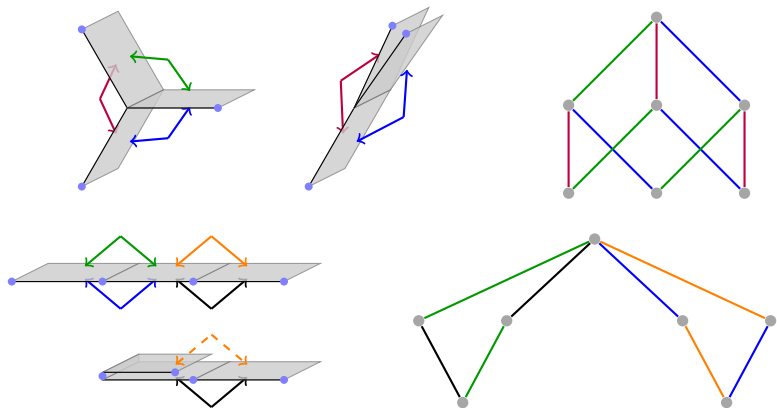
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



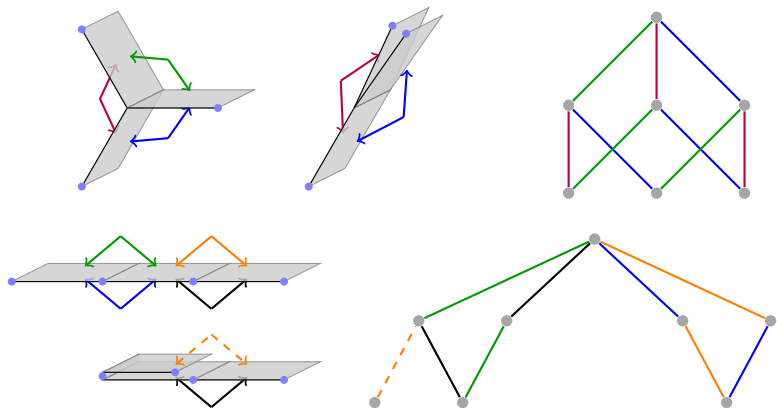
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



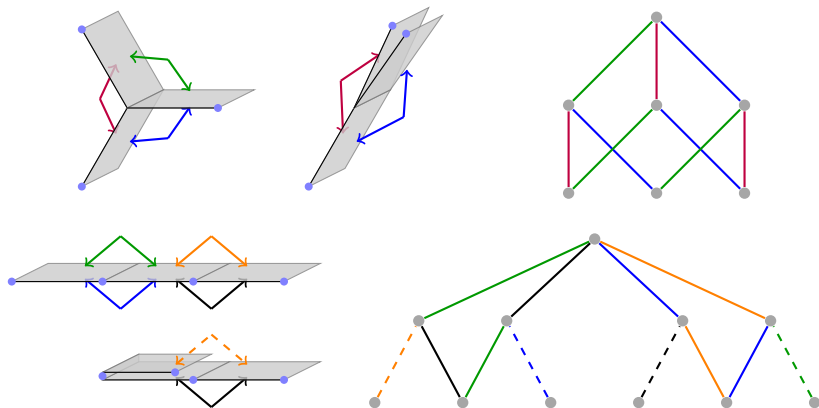
# Folding graph

- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



# Folding graph

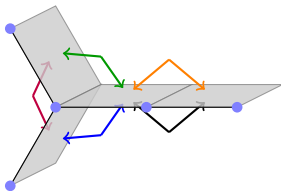
- Vertices are folding complexes (modelling folding states)
- Edges are folding plans connecting two folding complexes



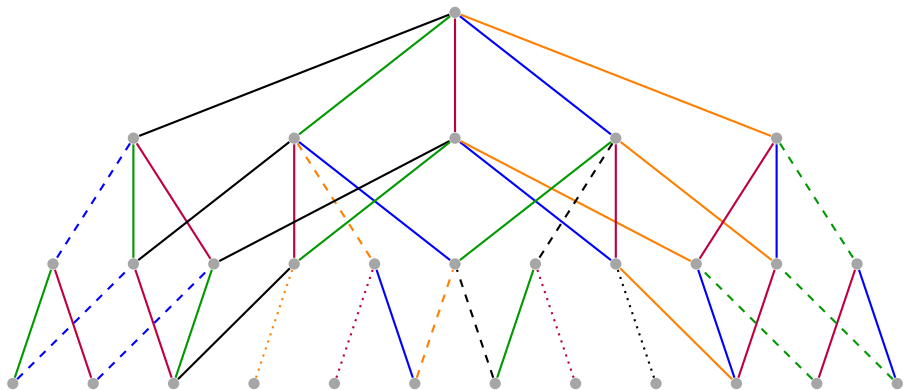
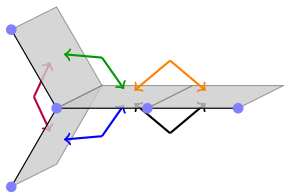


# Larger graph

# Larger graph



# Larger graph



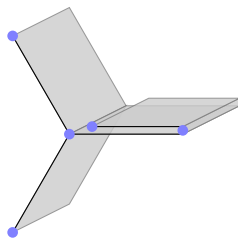
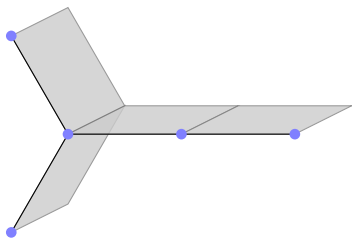
# Drawback of folding plans

# Drawback of folding plans

Some foldings that “should” be the same, aren’t:

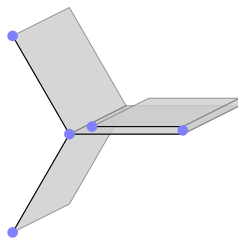
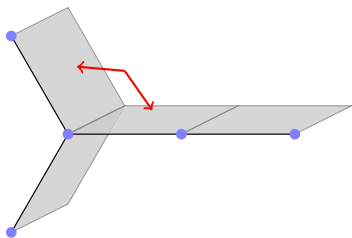
# Drawback of folding plans

Some foldings that “should” be the same, aren’t:



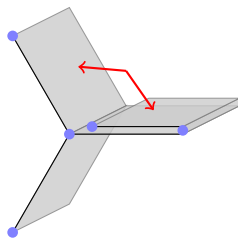
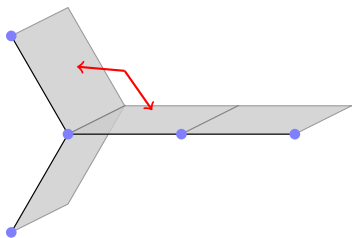
# Drawback of folding plans

Some foldings that “should” be the same, aren’t:



# Drawback of folding plans

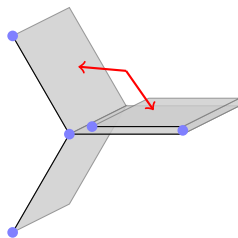
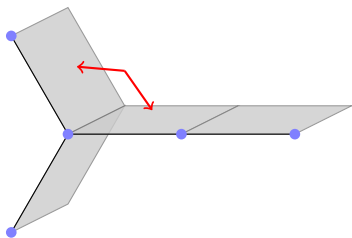
Some foldings that “should” be the same, aren’t:





# Drawback of folding plans

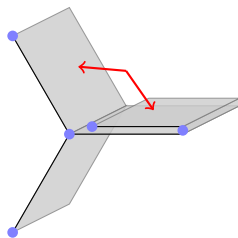
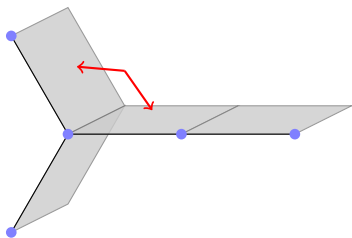
Some foldings that “should” be the same, aren’t:



⇒ If you know the folding structure of a small complex,

# Drawback of folding plans

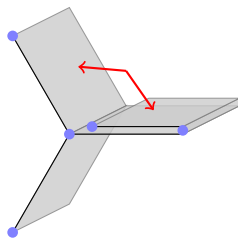
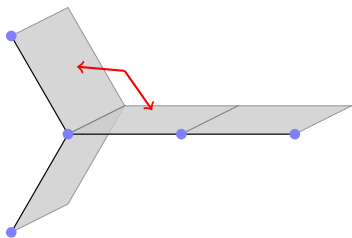
Some foldings that “should” be the same, aren’t:



⇒ If you know the folding structure of a small complex, you can’t easily find the folding structure of an extended complex

# Drawback of folding plans

Some foldings that “should” be the same, aren’t:



- ⇒ If you know the folding structure of a small complex, you can't easily find the folding structure of an extended complex
- ↪ Folding plans are not optimal to model folding

# Progress report of abstract folding

# Progress report of abstract folding

In development:

# Progress report of abstract folding

In development:

- folding complex

# Progress report of abstract folding

In development:

- folding complex
- folding plans

In development:

- folding complex
- folding plans
- folding graph



# Progress report of abstract folding

In development:

- folding complex
- folding plans
- folding graph

Missing:

# Progress report of abstract folding

In development:

- folding complex
- folding plans
- folding graph

Missing:

- better folding description

In development:

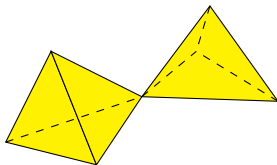
- folding complex
- folding plans
- folding graph

Missing:

- better folding description
- properties of folding graphs

# Summary: SimplicialSurfaces

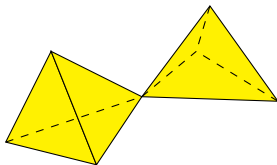
Triangular complexes



# Summary: SimplicialSurfaces

Triangular complexes

- mostly complete

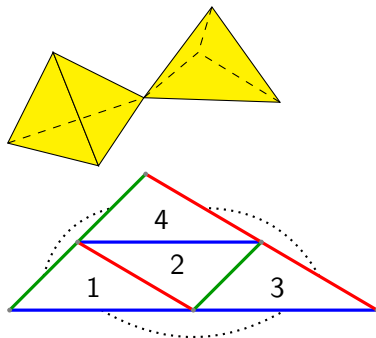


# Summary: SimplicialSurfaces

Triangular complexes

- mostly complete

Edge colouring



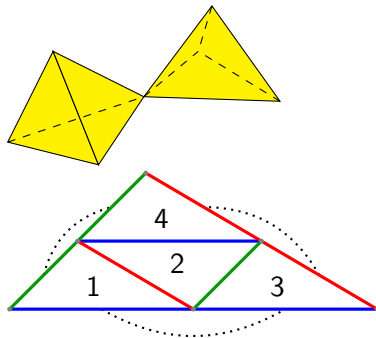
# Summary: SimplicialSurfaces

## Triangular complexes

- mostly complete

## Edge colouring

- current theory implemented





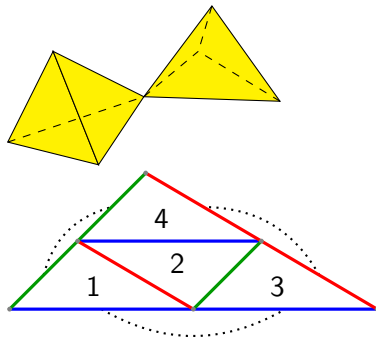
# Summary: SimplicialSurfaces

## Triangular complexes

- mostly complete

## Edge colouring

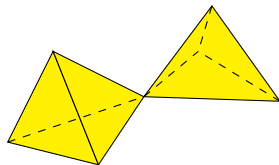
- current theory implemented
- a lot of theory missing



# Summary: SimplicialSurfaces

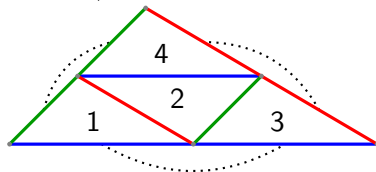
## Triangular complexes

- mostly complete

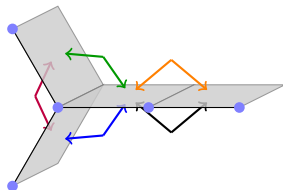


## Edge colouring

- current theory implemented
- a lot of theory missing



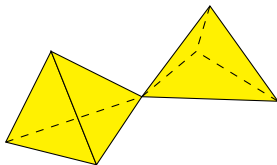
## Abstract folding



# Summary: SimplicialSurfaces

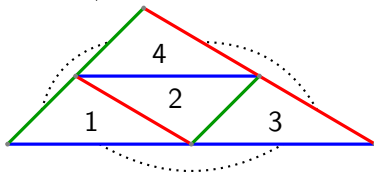
## Triangular complexes

- mostly complete



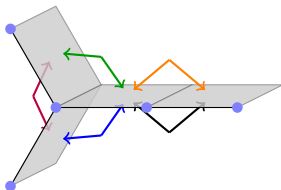
## Edge colouring

- current theory implemented
- a lot of theory missing



## Abstract folding

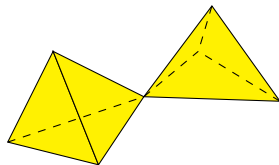
- framework exists



# Summary: SimplicialSurfaces

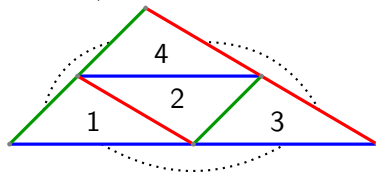
## Triangular complexes

- mostly complete



## Edge colouring

- current theory implemented
- a lot of theory missing



## Abstract folding

- framework exists
- needs proper implementation

